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transferring monetary values in player station holding registers corresponding to player losses to the croupier purse, and  
transferring monetary values from the croupier purse to the player station holding registers corresponding to player wins,  
said transfers to and from the croupier purse being under the exclusive control of the croupier.

REMARKS

For the convenience of the United States Patent and Trademark Office, enclosed are copies of the prior art cited in the parent PCT application as listed in the further enclosed FORM PTO-1449. The relevancy of the prior art is set forth in the search report for the parent PCT application. It is respectfully requested that the Examiner initial the enclosed FORM PTO-1449 and return the initialed form with the first official communication so that consideration of the prior art is of record in this application.

Favorable consideration and allowance are respectfully requested.

Respectfully submitted,

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Dated: September 28, 2001

By:

  
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**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

**IN THE CLAIMS**

Claim 5 has been amended as follows:

5. A gaming system according to claim 3 **[or 4]** wherein the telecommunications link is **one of** an ISDN link, an ASDL link **[or]** and **an** IP link.

Claim 7 has been amended as follows:

7. A gaming system according to claim 4 **[or 6]** wherein:  
said croupier station incorporates a croupier card reader/recorder interface,  
participation in a game by the croupier is conditional upon the croupier employing  
an electronic croupier purse incorporated within a croupier chip-card,  
said croupier chip-card also incorporates pre-recorded biometric data  
characteristic of the croupier as an individual human,  
participation in the game by the croupier is further conditional upon computer-  
mediated matching of biometric data derived from the croupier with said pre-recorded biometric  
data, when the croupier employs said croupier chip-card to access the game, and  
following access to the game, the monetary transactions are effected using said  
croupier purse.

Claim 8 has been amended as follows:

8. A gaming system according to **[any one of claims]** **claim** 3 **[to 7]** wherein:  
said data, audio and/or video signals are encrypted and decrypted by each station  
for transmission via said telecommunications link.

Claim 9 has been amended as follows:

9. **[Gaming means]** **A gaming system** according to claim 8 wherein:  
said encryption is effected employing at least one encryption key that is  
electronically stored in each station to enable encrypting of data transmitted by said station and  
the decrypting of data received by said station, and  
any unauthorised attempt to access said encryption keys will activate an alarm,  
leave an audit trail in the respective station, cause system failure or the lock-out of the station  
concerned.

Claim 10 has been amended as follows:

10. A gaming system according to **[any one of claims] claim 6 [to 9 8]** wherein one or more of the following security violations are alarmed and/or effect system and/or station shut-down or lockout:

- **[Any] any** unauthorised substitution or modification of player station hardware or firmware (eg, EPROM or BIOS chips) during or prior to a game,
- **[Any] any** attempt to access, read or change system files in the remote player station,
- **[Any] any** unauthorised substitution or modification of croupier station hardware or firmware during or prior to a game,
- **[Any] any** unauthorised attempt to access read or change system files in the croupier station, including files containing player details and including files and processes relating to the transfer of funds from players' purses.

Claim 11 has been amended as follows:

11. A gaming system according to **[any one of claims] claim 3 [to 10]** wherein: each player station includes a personal EFTPOS terminal connectable to the player's bank for effecting the transfer of monetary value from the player's bank account directly into the player's purse, when the player's chip-card is activated.

Claim 13 has been amended as follows:

13. A gaming system according to **[any one of claims] claim 4 [to 12]**, wherein: a player's identity as a person is not available to the croupier when accessing that player's station.

Claim 14 has been amended as follows:

14. A gaming system according to **[any preceding] claim 1** wherein:  
said chip-card includes a fingerprint reader capable of generating read-data derived from the finger of a card user when the finger is placed appropriately on the card,  
said pre-recorded data comprises fingerprint data,  
access to a game by the player is contingent upon matching of said pre-recorded data with said read-data at the time of intended player access to the game, and  
said matching is performed by a microprocessor incorporated within the chip-card.

Claim 15 has been amended as follows:

15. A gaming system according to **[any preceding]** claim **1** wherein said player chip-card includes encrypted data effective to limit the player's access to a game according to the date or time of day of intended access.

Claim 16 has been amended as follows:

16. A gaming system according to **[any preceding]** claim **1** wherein the player chip-card includes encrypted data effective to limit the maximum monetary value of a bet and/or the rate at which bets can be placed during the course of a game when employing said electronic purse.

Claim 17 has been amended as follows:

17. A method for controlling operative access by a player to a player station for the purpose of gaming involving the wagering of money, comprising **[the steps of]**:

loading a chip-card into a player card reader connected to or incorporated within the player station, the chip-card having a monetary value coded therein **[to as]** to be adapted to serve as an electronic player purse, and the chip-card having encoded therein biometric data characterising the player as an individual human,

deriving biometric data from the player at the player station and converting the derived data into electronic form,

employing processor means within the player station or within the chip card to compare said derived biometric data with said encoded biometric data, and

providing operative access to the player station by the player upon correlation or matching of the derived and encoded biometric data.

Claim 18 has been amended as follows:

18. A method according to claim 17 **further** including: **[the step of]**  
terminating operative access by the player to the player station upon withdrawal or removal of the player chip-card from the card reader.

Claim 19 has been amended as follows:

19. A method according to claim 17 **[or 18]** **further** including **[the steps of]**:  
employing said processor means to read control data stored in a control register within the chip-card, and  
employing said processor means to limit the functionality of the player

station in accordance with said control data.

Claim 20 has been amended as follows:

20. A method according to claim 19 **further** including: **[the step of]**  
limiting the amount of monetary value that can be transferred from the player  
purse to the player station for the purpose of placing a bet in accordance with said control data.

Claim 21 has been amended as follows:

21. A method according to claim 20 **[or 21]** **further** including: **[the step of]**  
denying player access to the player station during particular times in accordance  
with said control data.

Claim 22 has been amended as follows:

22. A method of gaming involving monetary betting by a plurality of players  
operating respective computer-based player stations that are connected to one another by a  
telecommunications network, the method involving **[the steps of]**:  
denying each player operative access to a respective player station unless a chip-  
card is inserted by the player into a player card reader in said station and unless biometric data  
pre-recorded on said card is matched with corresponding biometric data derived from the player  
at the station, the chip-card having a monetary value coded therein **[to as]** to be adapted to serve  
as an electronic player purse,  
electronically transferring monetary value from said player purse to an electronic  
holding register in the player station such that the monetary value corresponds to the amount of a  
bet signified by player input at the station,  
electronically transferring the monetary value corresponding to said bet from said  
holding register in a first player station to a second player station in the event that the bet at the  
first player is lost and the bet at the second station is won, **and**  
electronically transferring any residual monetary value from said holding register  
to said purse upon termination of the game.

Claim 23 has been amended as follows:

23. A method according to claim 22 **further** including: **[the step of]**  
terminating operative access by a player to the respective player station upon  
withdrawal or removal of the player chip-card from the card reader.

Claim 24 has been amended as follows:

24. A method according to claim 23 **[or 24] further** including **[the steps of]**:  
employing a processor within the player card or within the player station to read control data stored in a control register within the player card inserted within the card reader, and  
employing said processor means, in accordance with said control data, to limit the maximum monetary value that a player can transfer from the player card to the player station in order to place a bet.

Claim 25 has been amended as follows:

25. A method according to **[any one of claims] claim 22 [to 24]** involving a croupier operating a computer-based croupier station that is connected to each player station by said telecommunications network, wherein transfer of monetary value to and from the holding register in each player station is effected by the croupier.

Claim 26 has been amended as follows:

26. A method according to claim 25 including **[the steps of]**:  
denying the croupier operative access to the croupier station unless a chip-card is inserted by the croupier into a croupier card reader in said croupier station and unless biometric data pre-recorded on said croupier card is matched with corresponding biometric data derived from the croupier at the croupier station, the chip-card having a monetary value coded therein to **[as to]** be adapted to serve as an electronic croupier purse,  
transferring monetary values in player station holding registers corresponding to player losses to the croupier purse, and  
transferring monetary values from the croupier purse to the player station holding registers corresponding to player wins,  
said transfers to and from the croupier purse being under the exclusive control of the croupier.